

Table FOR-2.--Forestland Management

(The information in this table indicates the dominant soil condition but does not eliminate the need for onsite investigation. The numbers in the value columns range from 0.01 to 1.00. The larger the value, the greater the limitation. See text for further explanation of ratings in this table.)

Map symbol and soil name	Pct. of map unit	Hazard of off-road or off-trail erosion		Hazard of erosion on roads and trails		Potential for damage to soil by fire	
		Rating class and limiting features	Value	Rating class and limiting features	Value	Rating class and limiting features	Value
AgA: Allegheny-----	100	Slight		Slight		Low Texture/coarse fragments	0.10
AgB: Allegheny-----	100	Slight		Moderate Slope/erodibility	0.50	Low Texture/coarse fragments	0.10
AgC: Allegheny-----	100	Slight		Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
AsA: Ashton-----	95	Slight		Slight		Low Texture/coarse fragments	0.10
Melvin-----	5	Slight		Slight		High Texture/coarse fragments Texture/surface depth/coarse fragments	1.00 1.00
AsB: Ashton-----	95	Slight		Moderate Slope/erodibility	0.50	Low Texture/coarse fragments	0.10
Melvin-----	5	Slight		Slight		High Texture/coarse fragments Texture/surface depth/coarse fragments	1.00 1.00
CoB: Coolville-----	100	Slight		Moderate Slope/erodibility	0.50	Low Texture/coarse fragments	0.10
CoC: Coolville-----	100	Slight		Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
GlC: Gilpin-----	100	Slight		Severe		Low	

Table FOR-2.--Forestland Management--Continued

Map symbol and soil name	Pct. of map unit	Hazard of off-road or off-trail erosion		Hazard of erosion on roads and trails		Potential for damage to soil by fire	
		Rating class and limiting features	Value	Rating class and limiting features	Value	Rating class and limiting features	Value
				Slope/erodibility	0.95	Texture/coarse fragments	0.10
GuC: Gilpin-----	55	Slight		Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
Upshur-----	25	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Moderate Texture/coarse fragments	0.50
Other Soils-----	20	Slight		Slight		High Texture/coarse fragments Texture/surface depth/coarse fragments	1.00 1.00
GuC3: Gilpin-----	55	Slight		Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
Upshur-----	25	Slight		Severe Slope/erodibility	0.95	Low	
Other Soils-----	20	Slight		Slight		High Texture/coarse fragments Texture/surface depth/coarse fragments	1.00 1.00
GuD: Gilpin-----	55	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
Upshur-----	25	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Moderate Texture/coarse fragments	0.50
Other Soils-----	20	Slight		Slight		High Texture/coarse fragments Texture/surface depth/coarse fragments	1.00 1.00
GuD3: Gilpin-----	55	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
Upshur-----	25	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low	
Other Soils-----	20	Slight		Slight		High	

Table FOR-2.--Forestland Management--Continued

Map symbol and soil name	Pct. of map unit	Hazard of off-road or off-trail erosion		Hazard of erosion on roads and trails		Potential for damage to soil by fire	
		Rating class and limiting features	Value	Rating class and limiting features	Value	Rating class and limiting features	Value
						Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
GuE: Gilpin-----	50	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low	
Other Soils-----	30	Slight		Slight		High	
						Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Upshur-----	20	Severe Slope/erodibility	0.75	Severe Slope/erodibility	0.95	Moderate Texture/coarse fragments	0.50
GuE3: Gilpin-----	50	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low	
Other Soils-----	30	Slight		Slight		High	
						Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Upshur-----	20	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	High Texture/slope/coa rse fragments	1.00
GuF: Gilpin-----	50	Severe Slope/erodibility	0.75	Severe Slope/erodibility	0.95	Low	
Other Soils-----	25	Slight		Slight		High	
						Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Upshur-----	25	Very severe Slope/erodibility	0.95	Severe Slope/erodibility	0.95	Moderate Texture/coarse fragments	0.50
GuF3: Gilpin-----	50	Severe Slope/erodibility	0.75	Severe Slope/erodibility	0.95	Low	
Other Soils-----	25	Slight		Slight		High	
						Texture/coarse fragments	1.00

Table FOR-2.--Forestland Management--Continued

Map symbol and soil name	Pct. of map unit	Hazard of off-road or off-trail erosion		Hazard of erosion on roads and trails		Potential for damage to soil by fire	
		Rating class and limiting features	Value	Rating class and limiting features	Value	Rating class and limiting features	Value
						Texture/surface depth/coarse fragments	1.00
Upshur-----	25	Severe		Severe		High	
		Slope/erodibility	0.75	Slope/erodibility	0.95	Texture/slope/coa rse fragments	1.00
GvE: Gilpin-----	50	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low	
Other Soils-----	30	Slight		Slight		High	
						Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Upshur-----	20	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Moderate Texture/coarse fragments	0.50
GvF: Gilpin-----	50	Severe Slope/erodibility	0.75	Severe Slope/erodibility	0.95	Moderate Texture/slope/coa rse fragments	0.50
Other Soils-----	30	Slight		Slight		High	
						Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Upshur-----	20	Severe Slope/erodibility	0.75	Severe Slope/erodibility	0.95	Moderate Texture/coarse fragments	0.50
HaA: Hackers-----	95	Slight		Slight		Low Texture/coarse fragments	0.10
Melvin-----	5	Slight		Slight		High	
						Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
HaB: Hackers-----	100	Slight		Moderate Slope/erodibility	0.50	Low Texture/coarse fragments	0.10
Hu: Huntington-----	95	Slight		Slight		Low	

Table FOR-2.--Forestland Management--Continued
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Map symbol and soil name	Pct. of map unit	Hazard of off-road or off-trail erosion		Hazard of erosion on roads and trails		Potential for damage to soil by fire	
		Rating class and limiting features	Value	Rating class and limiting features	Value	Rating class and limiting features	Value
						Texture/coarse fragments	0.10
Melvin-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
KaA: Kanawha-----	95	Slight		Slight		Low Texture/coarse fragments	0.10
Melvin-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
KaB: Kanawha-----	95	Slight		Moderate Slope/erodibility	0.50	Low Texture/coarse fragments	0.10
Melvin-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
LlC: Lily-----	100	Slight		Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
LlD: Lily-----	100	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
LlE: Lily-----	100	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
Ln: Lindside-----	95	Slight		Slight		Low Texture/coarse fragments	0.10
Melvin-----	5	Slight		Slight		High Texture/coarse fragments	1.00

Table FOR-2.--Forestland Management--Continued

Map symbol and soil name	Pct. of map unit	Hazard of off-road or off-trail erosion		Hazard of erosion on roads and trails		Potential for damage to soil by fire	
		Rating class and limiting features	Value	Rating class and limiting features	Value	Rating class and limiting features	Value
						Texture/surface depth/coarse fragments	1.00
Me: Melvin-----	100	Slight		Slight		Moderate Texture/coarse fragments	0.50
Mf: Melvin-----	40	Slight		Slight		Moderate Texture/coarse fragments	0.50
Lindside-----	30	Slight		Slight		Low Texture/coarse fragments	0.10
Other Soils-----	30	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
MgB: Monongahela-----	95	Slight		Moderate Slope/erodibility	0.50	Low Texture/coarse fragments	0.10
Robertsville-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
MgC: Monongahela-----	100	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
Mo: Moshannon-----	95	Slight		Slight		Low Texture/coarse fragments	0.10
Melvin-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Se: Senecaville-----	95	Slight		Slight		Low Texture/coarse fragments	0.10

Table FOR-2.--Forestland Management--Continued

Map symbol and soil name	Pct. of map unit	Hazard of off-road or off-trail erosion		Hazard of erosion on roads and trails		Potential for damage to soil by fire	
		Rating class and limiting features	Value	Rating class and limiting features	Value	Rating class and limiting features	Value
Melvin-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Sf: Senecaville-----	95	Slight		Slight		Low Texture/coarse fragments	0.10
Melvin-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Sn: Sensabaugh-----	95	Slight		Slight		Low Texture/coarse fragments	0.10
Melvin-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
SrB: Sensabaugh-----	100	Slight		Moderate Slope/erodibility	0.50	Low Texture/coarse fragments	0.10
TlB: Tilsit-----	100	Slight		Moderate Slope/erodibility	0.50	Low Texture/coarse fragments	0.10
Ty: Tyler-----	95	Slight		Slight		Low Texture/coarse fragments	0.10
Purdy-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
UA: Udifluents-----	40	Slight		Slight		High Texture/coarse fragments	1.00

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Map symbol and soil name	Pct. of map unit	Hazard of off-road or off-trail erosion		Hazard of erosion on roads and trails		Potential for damage to soil by fire	
		Rating class and limiting features	Value	Rating class and limiting features	Value	Rating class and limiting features	Value
						Texture/surface depth/coarse fragments	1.00
Fluvaquents-----	30	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Other Soils-----	25	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Melvin-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
UB: Udorthents-----	100	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
UC: Udorthents-----	95	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Wet Minesoil-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
UD: Udorthents-----	100	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
UeB: Upshur-----	100	Slight		Moderate		Moderate	

Table FOR-2.--Forestland Management--Continued

Map symbol and soil name	Pct. of map unit	Hazard of off-road or off-trail erosion		Hazard of erosion on roads and trails		Potential for damage to soil by fire	
		Rating class and limiting features	Value	Rating class and limiting features	Value	Rating class and limiting features	Value
				Slope/erodibility	0.50	Texture/coarse fragments	0.50
UeC: Upshur-----	100	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Moderate Texture/coarse fragments	0.50
UfC3: Upshur-----	100	Slight		Severe Slope/erodibility	0.95	Low	
UgC: Upshur-----	65	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Moderate Texture/coarse fragments	0.50
Gilpin-----	20	Slight		Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
Other Soils-----	15	Slight		Slight		High Texture/coarse fragments Texture/surface depth/coarse fragments	1.00 1.00
UgC3: Upshur-----	65	Slight		Severe Slope/erodibility	0.95	Low	
Gilpin-----	20	Slight		Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
Other Soils-----	15	Slight		Slight		High Texture/coarse fragments Texture/surface depth/coarse fragments	1.00 1.00
UgD: Upshur-----	55	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Moderate Texture/coarse fragments	0.50
Gilpin-----	25	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
Other Soils-----	20	Slight		Slight		High Texture/coarse fragments Texture/surface depth/coarse fragments	1.00 1.00

Table FOR-2.--Forestland Management--Continued

Map symbol and soil name	Pct. of map unit	Hazard of off-road or off-trail erosion		Hazard of erosion on roads and trails		Potential for damage to soil by fire	
		Rating class and limiting features	Value	Rating class and limiting features	Value	Rating class and limiting features	Value
UgD3:							
Upshur-----	55	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low	
Gilpin-----	25	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
Other Soils-----	20	Slight		Slight		High Texture/coarse fragments Texture/surface depth/coarse fragments	1.00 1.00
UgE:							
Upshur-----	50	Severe Slope/erodibility	0.75	Severe Slope/erodibility	0.95	Moderate Texture/coarse fragments	0.50
Gilpin-----	25	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low	
Other Soils-----	25	Slight		Slight		High Texture/coarse fragments Texture/surface depth/coarse fragments	1.00 1.00
UgE3:							
Upshur-----	50	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	High Texture/slope/coa rse fragments	1.00
Gilpin-----	25	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low	
Other Soils-----	25	Slight		Slight		High Texture/coarse fragments Texture/surface depth/coarse fragments	1.00 1.00
Uh:							
Urban Land-----	100	Not rated		Not rated		Not rated	
UkB:							
Urban Land-----	45	Not rated		Not rated		Not rated	
Kanawha-----	25	Slight		Moderate Slope/erodibility	0.50	Low Texture/coarse fragments	0.10

Table FOR-2.--Forestland Management--Continued

Map symbol and soil name	Pct. of map unit	Hazard of off-road or off-trail erosion		Hazard of erosion on roads and trails		Potential for damage to soil by fire	
		Rating class and limiting features	Value	Rating class and limiting features	Value	Rating class and limiting features	Value
Other Soils-----	25	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Melvin-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Un: Urban Land-----	45	Not rated		Not rated		Not rated	
Lindside-----	25	Slight		Slight		Low Texture/coarse fragments	0.10
Other Soils-----	25	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
Melvin-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
UoB: Urban Land-----	40	Not rated		Not rated		Not rated	
Monongahela-----	30	Slight		Moderate Slope/erodibility	0.50	Low Texture/coarse fragments	0.10
Other Soils-----	30	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
UvC: Urban Land-----	40	Not rated		Not rated		Not rated	
Other Soils-----	30	Slight		Slight		High Texture/coarse fragments	1.00

Table FOR-2.--Forestland Management--Continued

Map symbol and soil name	Pct. of map unit	Hazard of off-road or off-trail erosion		Hazard of erosion on roads and trails		Potential for damage to soil by fire	
		Rating class and limiting features	Value	Rating class and limiting features	Value	Rating class and limiting features	Value
						Texture/surface depth/coarse fragments	1.00
Vincent-----	30	Slight		Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
VaC: Vandalia-----	100	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
VaD: Vandalia-----	100	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
VaE: Vandalia-----	100	Severe Slope/erodibility	0.75	Severe Slope/erodibility	0.95	Low	
VbD: Vandalia-----	100	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
VdD3: Vandalia-----	100	Moderate Slope/erodibility	0.50	Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
VeB: Vincent-----	100	Slight		Moderate Slope/erodibility	0.50	Low Texture/coarse fragments	0.10
VeC: Vincent-----	100	Slight		Severe Slope/erodibility	0.95	Low Texture/coarse fragments	0.10
W: Water-----	100	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00
ZoB: Zoar-----	95	Slight		Moderate Slope/erodibility	0.50	Low Texture/coarse fragments	0.10
Purdy-----	5	Slight		Slight		High Texture/coarse fragments	1.00
						Texture/surface depth/coarse fragments	1.00